



Minbari/Ranger Liandra Patrol Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2245	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 80	Pivot Cost: 1 Thrust	Power Shortage: +0
Jump Delay: 24 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	



WEAPON DATA	
Electro-Pulse Gun	
Class: Electromagnetic	
Effect: Forces dropout	
Range Penalty: -3 per hex	
Fire Control: --/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Omni-Directional Kung-Fu Cannon	
Class: Molecular	
Modes: Standard	
Damage: 20	
Range Penalty: -1 per hex	
Fire Control: +8/+8/+8	
Intercept Rating: -4	
Rate of Fire: 3d6 per turn	
Special: +2 shots per turn if player screams at the top of their lungs while punching into the air	

FORWARD HITS
1-4:Retro Thrust
5:EP Gun
6-9:OD Kung-Fu Cannon
10-17:Structure
18-20:PRIMARY Hit

AFT HITS
1-6:Main Thrust
7-9:OD Kung-Fu Cannon
10-11:Jump Drive
12-17:Structure
18-20:PRIMARY Hit

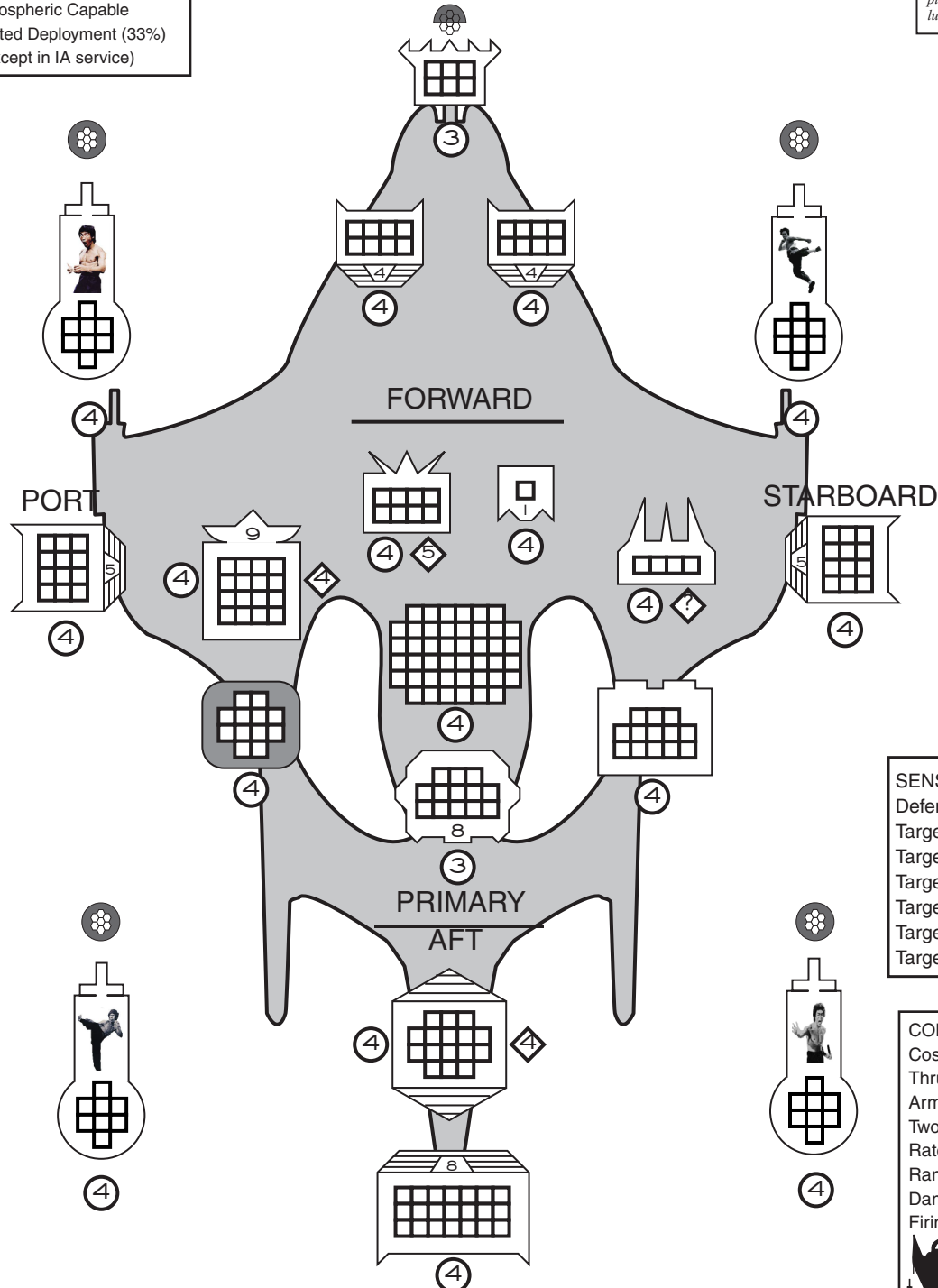
PRIMARY HITS
1-8:Port/Stb Thrust
9-10:Jammer
11-12:Tractor Beam
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Atmospheric Capable
Limited Deployment (33%)
(except in IA service)

HANGAR

0 Fighters
1 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Tractor
- EP Gun
- Omni-Directional Kung-Fu Cannon

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

